



**Facility Plan for Kemp Mill Urban Park** 

January 12, 2011, Public Meeting 3





# **AGENDA**

- Introduction
- Prior Meeting Summary
  - #1 Community input for renovated park. Summarize site analysis.
- Program of Requirements
- Prior Meeting Summary
  - #2 Community feedback on three preliminary design options
- Recommended Design Concept
- Next Steps
- Questions & Discussion
- Adjourn

# **COMMUNITY MEETING 1 SITE ANALYSIS**













Life Cycle

Life Cycle / Shallow Pond

Nuisance Geese

above

Undersized Playground

Water Quality

Site Access





# **COMMUNITY MEETING 1 SUMMARY: MAY 20, 2009**

- Question 1: "What do you like about the existing park?"
  - Park layout and uniqueness
  - Playground area
  - · Water feature and wildlife
- Question 2: "What would you like to change about the park?"
  - Address goose issues
  - Expand playground opportunities
  - Improve drainage system and water quality
- Question 3: "What new element should be added to the park?"
  - New kinds of play opportunities
  - Green elements for enhanced beauty, safety, and function
  - Fix issues with many existing features

Incorporation into Program of Requirements

### PROGRAM OF REQUIREMENTS

### **LANDSCAPE**

- Protect all existing trees wherever possible.
- Provide plantings covering at least 10% of unpaved area.
- Provide features to permanently reduce nuisance water fowl on site.
- Provide artistic elements.

### SITE CIRCULATION

- Maintain existing accessibility & provide an accessible entrance from the shopping center.
- Provide access for maintenance vehicles from Lamberton Avenue.
- Provide a continuous accessible internal walk.

### **PASSIVE RECREATION USES**

- · Provide an open water feature.
- Provide a continuous accessible internal walk.
- Provide a lawn area as unprogrammed open space.
- Provide a wayfinding and interpretive signage system.

# **SERVICES**

- · Replace deteriorated site furnishings and paved surfaces.
- Provide light fixtures for security along the primary circulation.
- Provide clusters of seating throughout the site.

# **RECREATION & FITNESS USES**

- Provide a playground at least 50% larger than existing.
- Provide a court area for teenager use.

### STORMWATER MANAGEMENT

- Recommend improvements for existing drainage structures.
- · Increase surface permeability where possible.







# **COMMUNITY MEETING 2 SUMMARY: OCTOBER 7, 2009**

- Existing Park
  - 2.2 acres: Pond is 21,000 sf. Playground is 5,100 sf.
- Three concepts were presented
  - Concept 1: Most similar to existing layout and features
    - Pond size and shape matched existing\*\*.
    - Playground size increased slightly.
  - Concept 2: 'Urban Stream' and most expanded play area
    - Water feature 85% of the existing pond.
    - Playground with largest size increase.
  - Concept 3: An open lawn with an interactive water feature
    - Fountain type feature 10% of existing pond.
    - Playground with second largest size increase, with an irregular lawn in the existing pond area.







# **COMMUNITY MEETING 2 SUMMARY: OCTOBER 7, 2009**

1.	Enhance existing elements: Retain an open water feature using plantings to re-establish wildlife.	
2.	Expand the playground and improve equipment.	
3.	Provide a balanced program to best serve all users.	
4.	Improve visitor safety and parental surveillance.	
5.	Provide an opportunity for teenagers.	
6.	Provide a continuous walkway through the park.	
7.	Provide a lawn area outside the playground.	
8.	Preserve the existing cherry trees which are strong community symbols.	
9.	Consider an interactive water feature.	

# RECOMMENDED CONCEPT

**NORTH** 



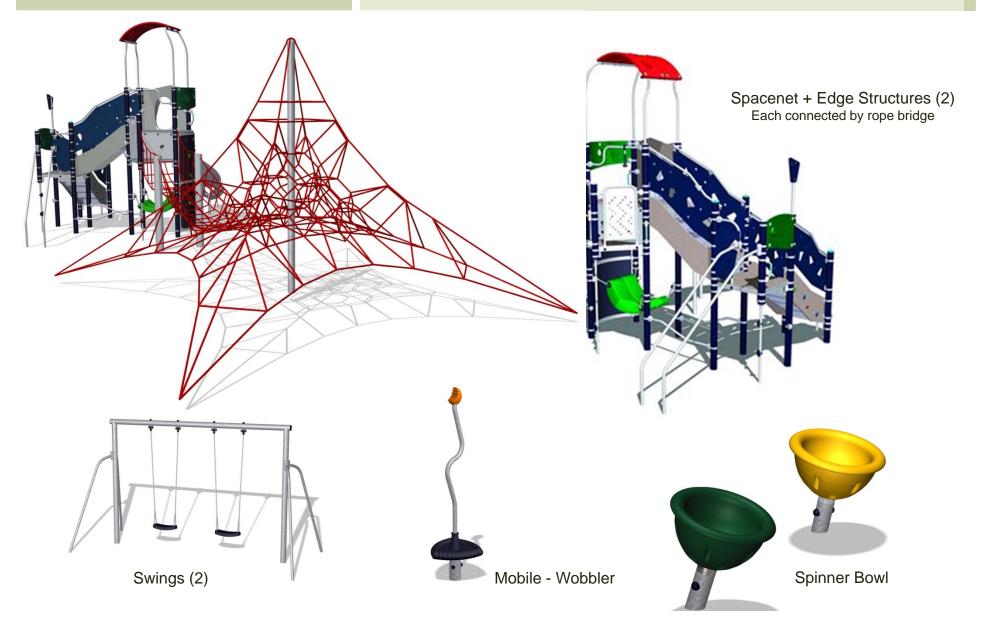
# **RECOMMENDED CONCEPT**



# **PLAYGROUND PERSPECTIVE**



# PLAYGROUND - 5-12 AGE POSSIBILE EQUIPMENT



# PLAYGROUND – 2-5 AGE POSSIBILE EQUIPMENT





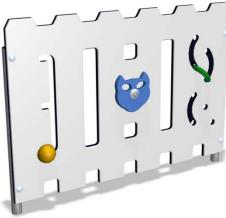




Swings (2)

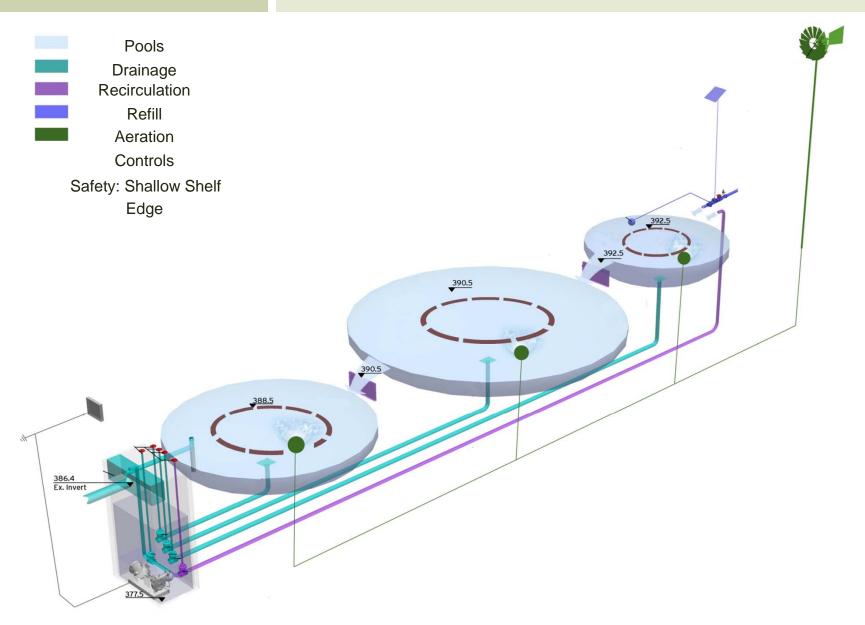


Cottage Deluxe

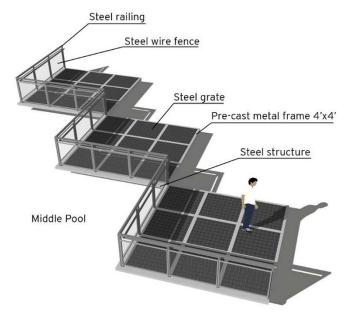


Funny Fence

# **POND DIAGRAM**



# THE IMPROVED POND

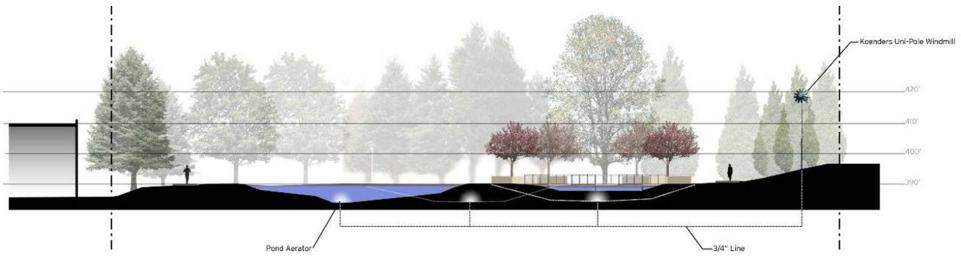


### Goals

- Visitor safety
- Greatly reduce maintenance needs –functional system
- Deter nuisance geese
- Enhance visitor interaction

# • How?

- Edge condition: shelf, rock, vegetation, guardrail
- Engineering
- Enhance visitor interaction









# **COMMUNITY MEETING 2 SUMMARY**

1.	Enhance existing elements: Retain an open water feature using plantings to re-establish wildlife.	V
2.	Expand the playground and improve equipment.	$\checkmark$
3.	Provide a balanced program to best serve all users.	$\checkmark$
4.	Improve visitor safety and parental surveillance.	$\checkmark$
5.	Provide an opportunity for teenagers.	$\checkmark$
6.	Provide a continuous walkway through the park.	$\checkmark$
7.	Provide a lawn area outside the playground.	$\checkmark$
8.	Preserve the existing cherry trees which are strong community symbols.	V
9.	Consider an interactive water feature.	$ \mathbf{A} $



# **PROJECT SCHEDULE**

- ✓ Community Meeting 1
- ✓ Community Meeting 2
- ✓ Community Meeting 3
- □ Planning Board Presentation, Spring / Summer 2011

# **NEXT STEPS**

- □ Capital Improvement Program
- ☐ Funding
- □ Design Phase
- Construction







# **QUESTIONS & DISCUSSION**